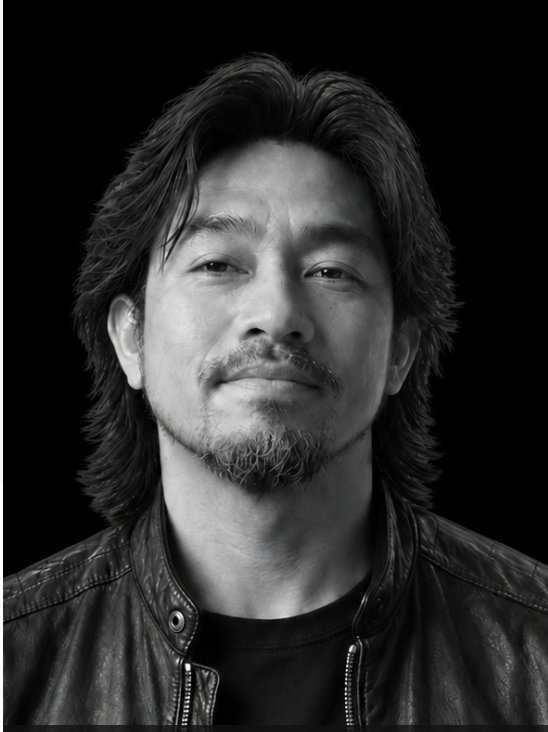
BERNARD MAGALE

ART DIRECTION

UI/UX DESIGN



CONTACT

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EXPERIENCE

Relic Entertainment
2019–2023

Senior UI Designer

Combined senior game UI design with art leadership, brand and graphic design, video, and asset production. Connected visual direction with clear gameplay and front-end interfaces.

Orbiiit
2018–2019

UI Designer

Designed and implemented website screens and interface assets, with creative support for online and social promotions.

INVRTED Digital
2018–2019

UI and Visual Design

Created websites, brand identities, graphics, and video for hospitality and lifestyle clients; managed production and assets.

Electronic Arts Canada
2003–2018

UI Design / Art Lead

Contributed art leadership, UI, brand and graphic design, video, and asset production across mobile and console games.

Blast Radius
1999–2003

Brand and Digital Design

Contributed art leadership and brand, web, graphic, and motion design, supported by production and asset management.

EDUCATION AND CERTIFICATION

Google UX Design Certificate

Vancouver Film School · Media Certificate, 1996

BCIT · Part-time Media Courses, 1996

PROFILE

Designer and art lead with 20+ years of experience spanning game interfaces, brand identities, and digital experiences.

Brings a UI/UX foundation to art direction, connecting visual craft, player needs, and a cohesive creative vision.

CAPABILITIES

Art direction and art leadership

Visual and brand design

Game UI/UX design

Web and graphic design

Motion and video

Production and asset management

TOOLS

Figma

Photoshop · Illustrator

After Effects · Premiere Pro

Lightroom · Affinity